EVER GRACE™
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FROM SOFTWARE™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Sunnyvale, Ca. 94086-0158

HISTORY

The Rise and Fall of the Rieubane Empire

Long ago, when the Rieubane Empire emerged, there was a great warrior renowned as a legendary mercenary of the Edinbury continent. He and his army fought against the Rieubane Empire. The Empire thus concluded that the warrior's inhuman power came from the Crest with which the warrior was born. Morpheus, magician of the Empire, established the Human Research Laboratory and conducted research on the Crest by capturing the warrior. As a result, the man-made AI Crest and Palmira armaments were developed, supporting the ascent of Rieubane.

Morpheus always believed that there was a greater hidden strength in the Crest, and continued research. But when Rieubane invaded Toledo to capture more test subjects, the Empire—along with Morpheus and all its people—suddenly disappeared.

People remembered the "Lost Empire of Rieubane," linking the Crest and Billiana trees as bad omens.

The Birth of Fontraile in the Tragedy of the Crest

A hundred years after the disappearance of Rieubane, tales of the Lost Empire have withered away and the land became a forest of Billiana trees. Four villages once belonging to the empire formed an alliance to establish the empire of Fontraile. However, ties between the villages are weak, and internal conflicts are frequent.

The territorial land of Fontraile grew more fragile year after year. Solta, one of the four villages, claimed that the land was being depleted by the Billiana forests, which sucked up the nutrients and resources. They stated that the Billiana forests should be cut down. However, Morea treated the Billiana trees as sacred, and fiercely disagreed with the Soltans.

The two villages argued with each other repeatedly. The fierce argument finally developed into a war, later referred to as the "Billiana War." The Soltans had four great warriors known as the Four Swordsmen of Solta, and with their strength, Morea was overcome. Once Morea was defeated, a new country of Fontraile was developed, led by the Soltans.

Story

Long ago, on the continent of Edinbury, there existed people with a mark known only as the Crest.
Many inexplicable and tragic events occurred around people who bore the Crest. Soon people began calling the Crest the "cursed mark" and feared and avoided anyone who had it.

Darius' Story

In modern times, when such legends were long forgotten, a young lad of Solta by the name of Darius bore the Crest on his right hand. He did his best to hide it from people, so that no one would see it. To his horror, his parents were murdered by an invading army when he was very young. He grew up believing that this tragedy was brought on by the Crest.

Darius grew up as a swordsman whose only concern was for vengeance. One day, while chasing after the murderer of his parents, Darius encountered a great Billiana tree, symbol of his sworn enemy, Morea. Thus, he opened a door to a world he never knew had existed.

"Where am I . . .?"

Amid unfamiliar surroundings Darius encountered a mysterious life form called Krisalis and learned about the Lost Empire.

"What's the meaning of the Crest, and what is the destiny of those who bear it?"

Sharline's Story

Sharline lived in happiness and harmony with her family and Darius, who treated her like a real sister.
But she knew of the strange mark on his right hand.

One day, a sudden tragedy occurred, and Sharline was transported to a different world.
When she awakened, she was met by the worried gaze of another girl.

"Where am I?"

In these strange and foreign surroundings, she was powerless to prevent the girl who had helped her from being kidnapped by someone.

"Why was she kidnapped?
Can I somehow return to my own world?"

Thus, Darius and Sharline began their journies, each in search of destiny...

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Thank you for purchasing EVERGRACE, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially the sections that cover operating instructions and safety precautions.

Beginning the Game

Turn on the MAIN POWER switch on the back of PlayStation®2 computer entertainment system and insert the game disc into the PlayStation®2 computer entertainment system. Then press (ON/Standby)/RESET button. The title screen will be displayed when the START button or ⊗ button is pressed after the demo has completed or during the demo. The Start Menu will be displayed when the START button is pressed at the title screen.

NEW GAME

Start the game by selecting one of two main characters, Darius or Sharline. You can alternate between Darius and Sharline at any save point during the game. (See page 15, "Change Character.")

LOAD GAME

The game will begin at the point where you saved previously. A Memory Card (8MB) (for PlayStation® 2) is required in order to save game data. To load a game, select a slot and choose a saved game. You can also load game data by using the menu during the game. (See page 13.)
(See page 15, "Save Data.")

OPTION

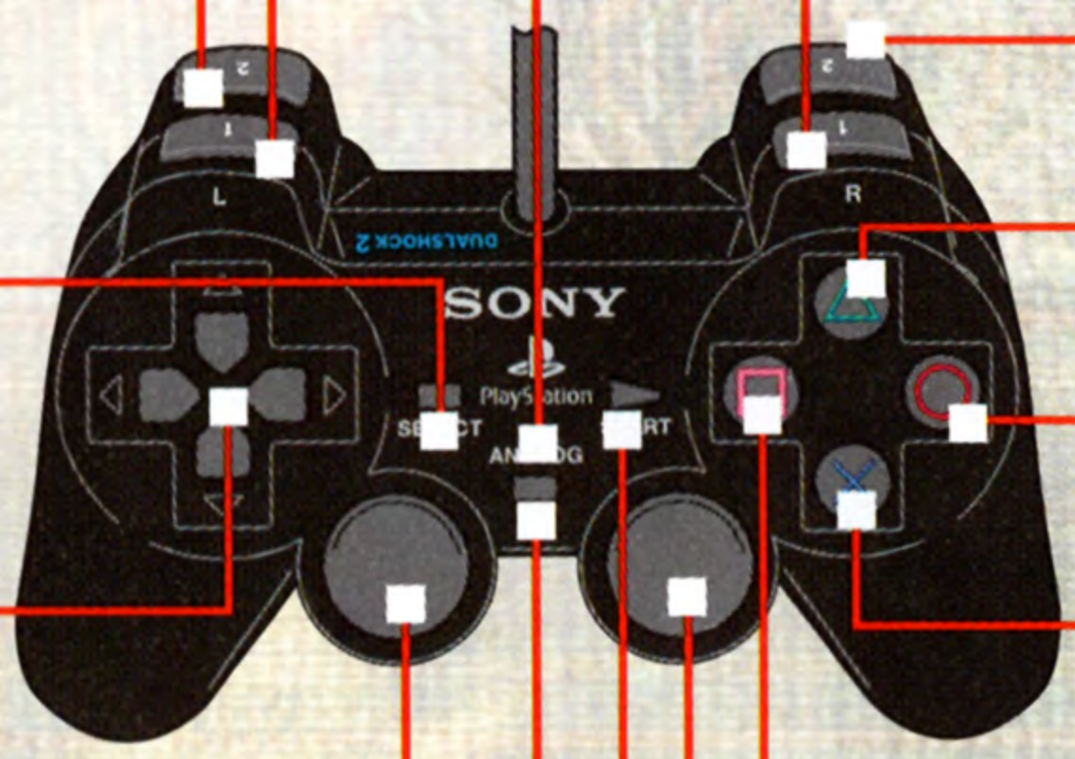
Select this to change various settings. (See page 17 for items that can be set.)

CREATURES/ITEM BOOK

Use this to view the Creature Notes or Item Book. (See page 16 for items.)

II
Basic Operations

DUALSHOCK™2 analog controller



L1 button
Use a registered item

L2 button
Palmira Action Menu

SELECT button
Not used

Directional Keys
Up: Move forward
Down: Move backward
Left: Move left
Right: Move right

Left analog stick
(Only when the LED is lit red)

Same as Directional Keys
The vibration function isn't associated with LED status. See page 17 for details on changing the settings of the vibration function.

ANALOG Mode Switch

LED

R1 button
Position the camera behind your character. While holding this button down, you can rotate the camera with the directional keys

R2 button
Change camera distance

△ button
Activate Palmira action

○ button
Dash

✕ button
Event/Select/Get item

□ button
Attack

Right analog stick
(Only when the LED is lit red)

Tap the right analog stick (but do not press it in; this isn't R3) for a quick change to your auxiliary weapon

START button
Status screen/ Skip Movie

CONTROLLER

Each name and function is the same as with the analog controller, with the exception of the left analog stick, right analog stick and vibration function. It's also possible to change button assignments using Button Configuration for both the analog controller and controller.
(See page 17, "Button Configuration.")

III Screen Descriptions

GAME SCREEN

Map Window

Displays the location of the character and a map of the vicinity.

HP & Power Gauge

The character's HP is represented by the length of the gauge. The power you've stored is indicated by the length of the gauge and numerical values. The character is dead when the HP gauge is depleted to zero. The attack power gauge decreases each time you attack or dash. The power of the attack will change depending on the amount of power stored. Power is restored when you walk or rest. This is compatible with analog button input, in that the amount of power depleted can change according to how hard you press the button. (See page 17 for "Button Input: Analog.")

Registered Item Window

Displays the item you can use by pressing the L1 button. You can change the registered item using the status screen. (See page 12.)

Status Change Display

This is displayed when the character's status changes to something other than normal, such as when afflicted with Poison. (See page 14.)

Palmira Pieces Collected

Displays the number of Palmira pieces you've collected. (See page 23.)

Palmira Power

Shows the resistance of each piece of equipment. When the Palmira action is activated, the Palmira power associated with the action will start decreasing. The power of the item provided decreases significantly when the Palmira power is depleted to zero.

IV Game Profile

Characteristics of EVERGRACE

Two Main Characters... Two Storylines

The story of EVERGRACE unfolds from two different perspectives: that of Darius, and that of Sharline. These two perspectives take place in the Rieubane Empire, but they are independent of each other and will not intersect during play

You can switch between characters by going to a save point. (See page 15, "Change Character.") When the story for each character reaches a certain point, the two stories will reach their climaxes.

An Action RPG with a Focus on Equipment

The characters themselves don't upgrade to new levels in this game. Instead, the characters become stronger by equipping themselves with stronger items (called "Palmira armaments"). Those items can be upgraded, indirectly making the character become much more powerful.

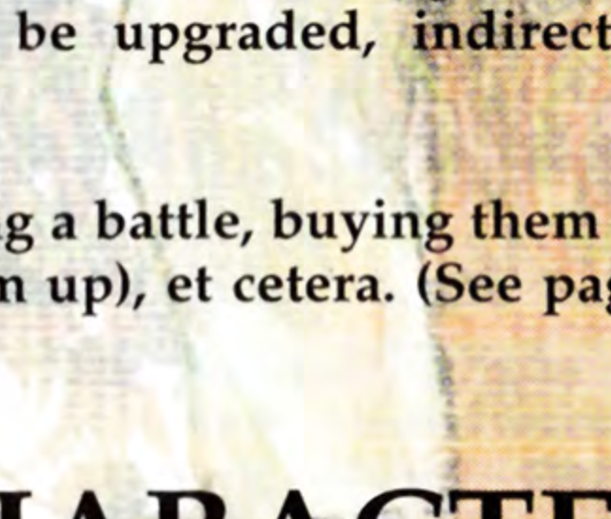
You can acquire items by finding them after winning a battle, buying them at a shop, finding them on the map (and picking them up), et cetera. (See page 9 for armaments.)

ABOUT THE TWO CHARACTERS

Each of the two main characters can be equipped with different Palmira armaments. Due to these differences, the fighting styles between the two characters will differ accordingly.

DARIUS

Darius can use Palmira armaments that are suited for close-range battle.



SHARLINE

Sharline can wield Palmira armaments suitable for long-range battle, such as a bow and arrows.

PALMIRA ARMAMENTS

Darius and Sharline can be equipped with items having special powers. These are called "Palmira armaments."

1. PALMIRA ACTION

Some Palmira armaments have powers called "Palmira action," which enable the use of various powers. There are many types of Palmira actions, including magic and physical attacks using weapons.

2. ATTRIBUTES

Each Palmira armament has its own attributes. All weapons have physical attributes, and some have magical attributes. All defensive equipment has defensive power against all attributes. When the armament is changed, the attribute corresponding to that particular armament is displayed in the "Offense/Defense Window" in flashing characters, enabling you to check the attributes involved in that armament. The color of the characters in the "Offense/Defense Window" also changes according to magical attributes of that particular armament.

3. UPGRADING

Palmira armaments can be upgraded by adding Palmira pieces to them. Upgrading results not only in the physical strengthening of Palmira armaments, but in facilitating new Palmira actions or new attributes. Since actions and attributes are added rather than traded, the Palmira action or attributes the armament already has will not be lost in the upgrading process. Palmira armaments can be upgraded to increase up to two levels.

Upgrading can be performed at the shops located at save points. (See page 14, "Shop.")

Fighting Tip #1

Many types of enemies populate the world of EVERGRACE. Among them are enemies that have characteristic movements or parameters. In order to fight battles effectively, select the character's attack method according to the characteristics of the enemy. When you encounter a new type of enemy, try using different techniques.

Attributes

Enemies have strengths and weaknesses against certain attributes. Damage will increase when you attack enemies using attributes against which they have little defense.

PHYSICAL ATTACK

Pressing the ▣ button will attack enemies using the equipped weapon (horizontal slash). Strength and range differ according to the weapon provided.

Pressing a directional key while pressing the ▣ button will attack enemies using a stronger "vertical slash" attack. Note that the "vertical slash" will leave you more vulnerable to attack than "horizontal slash."

COMBO

To enable combo attacks, press the ▣ button at the exact moment the "horizontal slash" hits the enemy. (Some weapons may not allow combo attacks.)

QUICK CHANGE

By pressing the ⊗ button and then the △ button immediately you can switch to your auxiliary weapon. (Quick Change can also be performed using the Right stick only when the LED is lit red.)

ATTACK STRENGTH and POWER GAUGE

The strength of your physical attack is greatly affected by the amount of power you have stored (that is, the amount of red in the on-screen gauge: fully red indicates 100% attack power). When there is little power stored, the attack is weaker. This game is compatible with the Analog Button Input function of the DUALSHOCK™2 analog controller. With this function you can control the amount of power via the power gauge. For example, you can tap the Attack button lightly to slightly decrease the amount of power used in order to perform combo attacks or dashes. On the other hand, you can press the button more forcefully to perform a more damaging attack by using up all your stored power, allowing you to defeat an enemy in one blow. The Analog Button Input function can be set using OPTION. (See page 17.)

DASH

To dash, press the ◉ button while moving. Dashing will use some of the power from your power gauge.

PALMIRA ACTION

Palmira armaments offer many different Palmira actions. A Palmira action is activated by pressing the △ button during the game. However, the power gauge must be at 100% for you to access it. Also, note that the Palmira action will use 100% of the power gauge.

1. MAGICAL PALMIRA ACTION

This type of Palmira action will, as the name indicates, give you the use of magic. Using magic effectively will allow you to attack over great distances.

2. PHYSICAL PALMIRA ACTION

This type of Palmira action lets you perform various attacks associated with that action. It increases the number of variations you can use for physical attacks, and will allow you to fight more efficiently by combining powers with physical attacks using swords and the like.

3. OTHER PALMIRA ACTIONS

These Palmira actions give you an indirect advantage over your enemies, such as adding various effects to your attacks.

PALMIRA POWER

Each Palmira armament has what is called "Palmira Power." Palmira power is needed each time you use Palmira action, and is also decreased after each use of Palmira action. When your Palmira power is reduced to zero, the effectiveness of the Palmira armament is significantly decreased.

W= Weapon
H = Head (Helm)
B = Body (Armor)
L = Leg (Boots)
A = Accessory

An armament whose Palmira power is depleted through the use of Palmira action can be repaired at the shops at save points.
(See page 14, "Shop.")

SCREEN DESCRIPTIONS

The status screen can be displayed by pressing the START button on the map or by choosing "Status" from the menu screen at a save point. Other than background color, there's no difference between the two screens.

SCREEN DESCRIPTIONS

1 MENU COMMANDS

Select a command using the directional keys and confirm the selection by pressing the ⊗ button. Commands include "Item," "Equipment," "Action," "Option," "Load" and "Tutorial."

2 BASIC PARAMETER WINDOW

There are five parameters: Strength, Vitality, Intelligence, Resistance and Luck. These parameters will fluctuate depending on the armaments with which you're equipped. (Maximum value is 999.)

STR (Strength)	Affects physical attack. The greater the number, the greater the damage to the enemy.
STA (Stamina)	The greater this number, the higher your HP will become, making it harder for you to die.
INT (Intelligence)	Affects magical powers. The greater the number, the greater the damage to the enemy.
RES (Resistance)	This indicates your resistance to attacks The greater the number, the greater your resistance against magical attacks or abnormality of status.
LUK (Luck)	The greater this number, the greater the chances will be that your enemies will drop Palmira pieces, items, etc.

3 OFFENSE/DEFENSE WINDOW

This indicates the offensive and defensive strengths for each of the seven attributes (Slash, Hit, Lunge, Lightning, Tree, Flame and Ice).

[Screen Slash] Slash/Physical Attribute	Affects weapons used to cut, such as swords
[Screen Blunt] Blunt/Physical Attribute	Affects weapons used to hit, such as clubs.
[Screen Pierce] Pierce/Physical Attribute	Affects weapons used to lunge, such as spears.
[Screen Lightning, Tree, Flame and Ice] Lightning, Tree, Flame and Ice/Magical Attributes	Affect magical attacks for each attribute and weapons having magical attributes.

4 OFFENSE/DEFENSE WINDOW

Equipment locations include Weapon, Auxiliary Weapon, Head (Helmet), Body (Armor), Leg (Boots) and Accessories.

5 OPERATION BUTTON ICONS

Displays the button that can be used at that time, and the description of that button.

COMMAND DESCRIPTIONS

ITEM

This is used to select and use items. Pressing the ● button while selecting an item will register the item. The registered item can be used simply by pressing the L1 button during the game.

EQUIPMENT CHANGE

This is used to change the character's equipment. Select the equipment location using the left and right directional keys, then select the equipment to place at that location. When a piece of equipment is selected, the character's graphic and basic parameters, offense and defense will change in real time.
(See page 9 for armaments.)

ACTION CHANGE

This changes the Palmira action that is activated when the ▲ button is pressed during the game. The Palmira action that can be selected is limited to those associated with the equipment you have.

OPTION

Performs various settings. **(See page 17.)**

DATA LOAD

Loads the game data. Select a slot where a Memory Card (8MB) (for PlayStation®2) is inserted and press the ✕ button. Then select the data to load from the saved data displayed on the screen.

TUTORIAL

System descriptions and words used in the game can be viewed.

SAVE POINT (Crystal Pillar)

The object (Crystal Pillar) shown in the picture that appears in the game represents save points. Pressing the ⊗ button in front of the save point lets you enter a menu screen. The general rule when using save points is to use the ⊗ button to select and the ◎ button to cancel.

MENU SCREEN

The following menu commands are available:

STATUS (See page 12.)

This screen is the same as the one that's accessible by pressing the SELECT button on the map.

SHOP

Pressing the ⊗ button in front of each object lets you perform various procedures to the respective object, such as sell/buy armaments and items, repair equipment, upgrade and change color. If you talk to the store clerk, he will evaluate you for your fashion taste.

BUY ARMAMENTS and ITEMS

Pressing the ⊗ button in from of your chosen object type will open the purchase screen. Select the desired armament or item.

FIX / UPGRADE PALMIRA ARMAMENTS

Select this to repair or recover equipment that has lost Palmira power, or to upgrade your armaments.

CHANGE COLOR

Select this to change the color of your equipment. This allows you to coordinate colors according to your preference. Palmira pieces obtained from defeated enemies are required for purchase, repair and upgrades.

CHANGE CHARACTER

Select this to change the character. When the story for one of the characters is complete, you'll switch to the other character automatically. You won't be allowed to select the character you have successfully cleared.

The armaments, items and Palmira pieces for each character are independent of each other and can't be shared. You can't use an item in the possession of one character on the other character.

CREATURE (Creature Note)

This lets you view the Creature notes purchased at a shop.

SAVE

This saves the game in its current state. Select the Memory Card slot to use, and press the ⊗ button. Select NEW when saving new data. When existing data is selected, the prior data will be overwritten. A Memory Card (8MB) (for PlayStation®2) is needed to save a game. Note that you can't save games to the original PlayStation Memory Card.

END GAME

This ends the game and returns to the title screen. Note that the game is NOT automatically saved when this is selected.

STATUS CHANGE

Some of the characters and enemies have attacks that force special status changes on the opponent. Some attacks can result in damage or the inability to move. Getting affected by these attacks will put you at a disadvantage, while affecting your enemies with these attacks will give you an advantage. Such status changes can wear off after time or can be nullified by the use of items. Certain items are required in order to recover from such status changes. You can obtain these items at shops by picking them up after defeating enemies on the map.

POISON

When you're affected by poison, your HP will constantly decrease for a certain period of time. Use "Antidote" to recover your HP.

SEAL

This disallows the use of Palmira action. It can be recovered with "Release Emblem."

PARALYSIS

Your speed will decrease and you won't be allowed to dash or attack. Using "Billiana Leaf" will recover you from this status

CURSED

The damage to your enemies will be reduced by half, and damage from your enemies will be doubled. Use the "Orb of Atonement" to recover.

DEATH

The game ends when the character's HP reaches zero. You will have to restart from saved data when your game is over. It's a good to save your game often.

CREATURE FILE/ITEM BOOK

CREATURE NOTE

This is a list of creatures that can be viewed from the title screen. To do so, you'll need to purchase Creature Notes from a shop. The list shows the parameters and characteristics of various creatures. You can also see a simplified version at a save point.

ITEM BOOK

This is a list of the items you've had during the game. You can view it from the title screen. This list will show the characteristics of armaments and items, along with their respective parameters.

OPTIONS

Use this to change various options.

Sound Volume	Sets the volume of the BGM or SE.
Button Input	Sets the sensitivity of the Analog Button Input.
Analog Control	How to set the sensitivity 1. Set the cursor on "Set" and adjust the gauge points with the left and right directional keys. 2. To test the strength you've selected, press the ● button at "TRY." The gauge will change, depending on how hard you press the button. Compare the test results with the settings made using the gauge in "Setting," then decide on your strength preference. 3. Set the gauge to be short if you want to use 100% attacks easily. (You won't have to press as hard to use 100% of your power gauge.) Set the gauge longer if you want to conserve your power gauge.
Vibration Control	Sets the vibration function ON or OFF for DUALSHOCK™ and DUALSHOCK™2 analog controllers.
Window Color	Sets the color of the status-screen window displayed during the game.
Key Configuration	Changes the controller buttons configuration. You can freely change settings for buttons other than the directional buttons.

Fighting Tip #2

Finding Weaknesses

You can discern which attribute the enemy is weak against by actually fighting the enemy, but another way to discover this is by referencing the Creature Note. It's smart to check for the most effective weapon against your enemy by referencing the Item Book after you've learned your enemy's weakness.

Palmira Action

Palmira action lets you do damage to enemies that are stronger than you or those that guard against your attacks.

EQUIPMENT

WEAPONS

SOLTA SWORD

A sword made of high-quality Solta iron. Small and easy to use.

SOLTA BOW

A light, strong bow for Sharline. Made of high-quality iron mined in the Solta region, it allows long-range attacks.

PREMIER SPEAR

A lightweight spear with a relatively long reach, designed so that even warriors without massive strength can use it.

PALDIO HELM

A helmet used by the Paldio Knights of the Rieubane Empire, it has superb functionality and design.

PALDIO BREASTPLATE

Armor used by the Paldio Knights of the Rieubane Empire. It's very light and easy to move in.

Weapons, ns Data

ITEMS

LIFE EXTRACT
Restores the player to full health.

ANTIDOTE
Removes poison from the body.

BILLIANA LEAF
Removes paralysis.

RELEASE EMBLEM
Releases the sealed status.

ORB of ATONEMENT
Releases the cursed status.

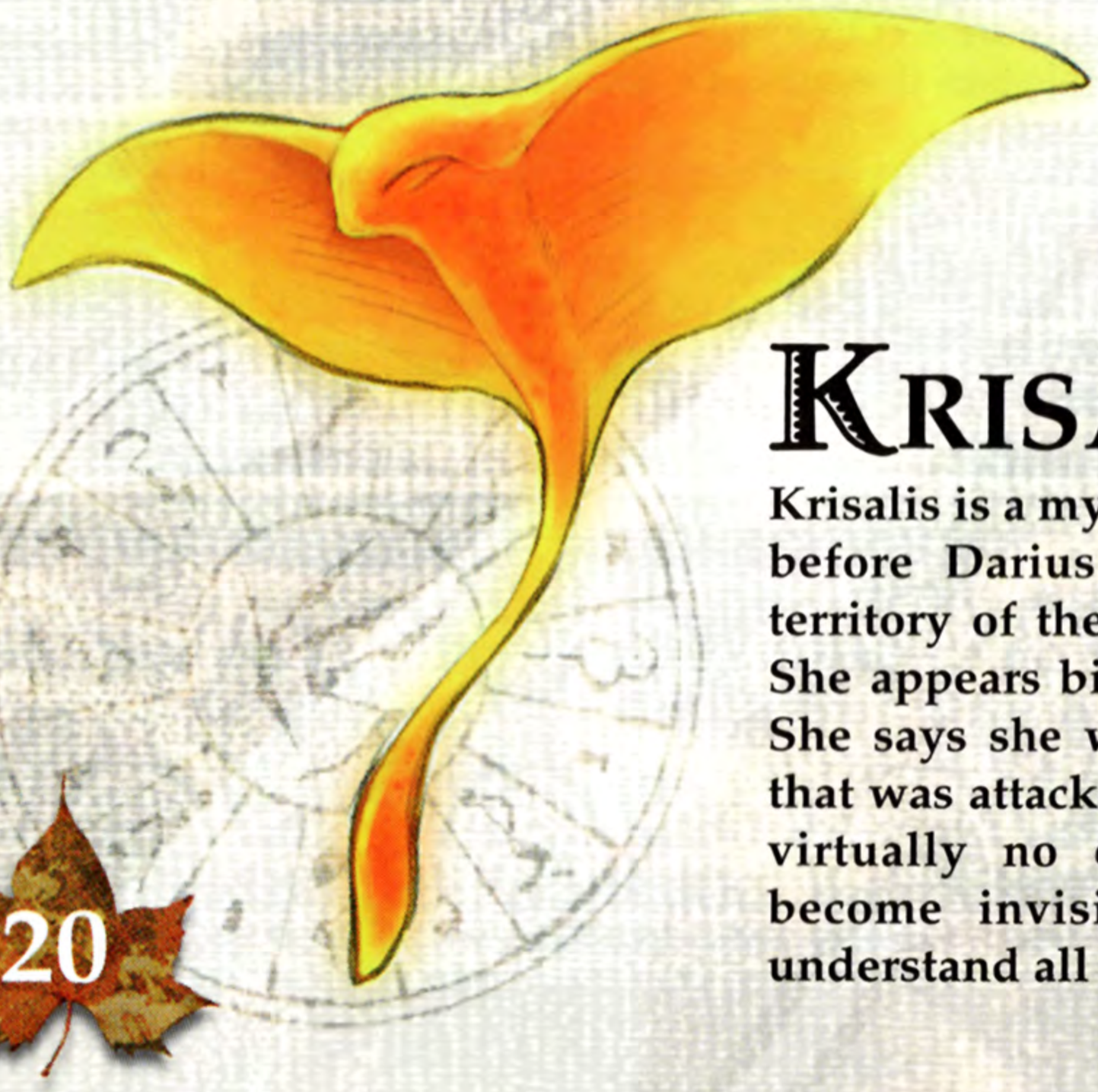
BILLIANA FRUIT
A rare and valuable ingredient for Palmira.

RED FRUIT
Significantly increases the player's basic parameters.

CHARACTERS

DARIUS

When Darius was young, his parents were killed by assassins from Morea, and even the girl whom he had treated like a sister was killed defending him. Thus he hones his skills in sword fighting and thinks about nothing but revenge. He becomes one of the Four Swordsmen of Solta and successfully pursues the remaining soldiers of Morea into the Billiana Forest, but is somehow transported to Rieubane, the Lost Empire. He has the Crest—that "cursed mark"—on his right hand. He believes it's the cause of all the misfortune in his life.



KRISALIS

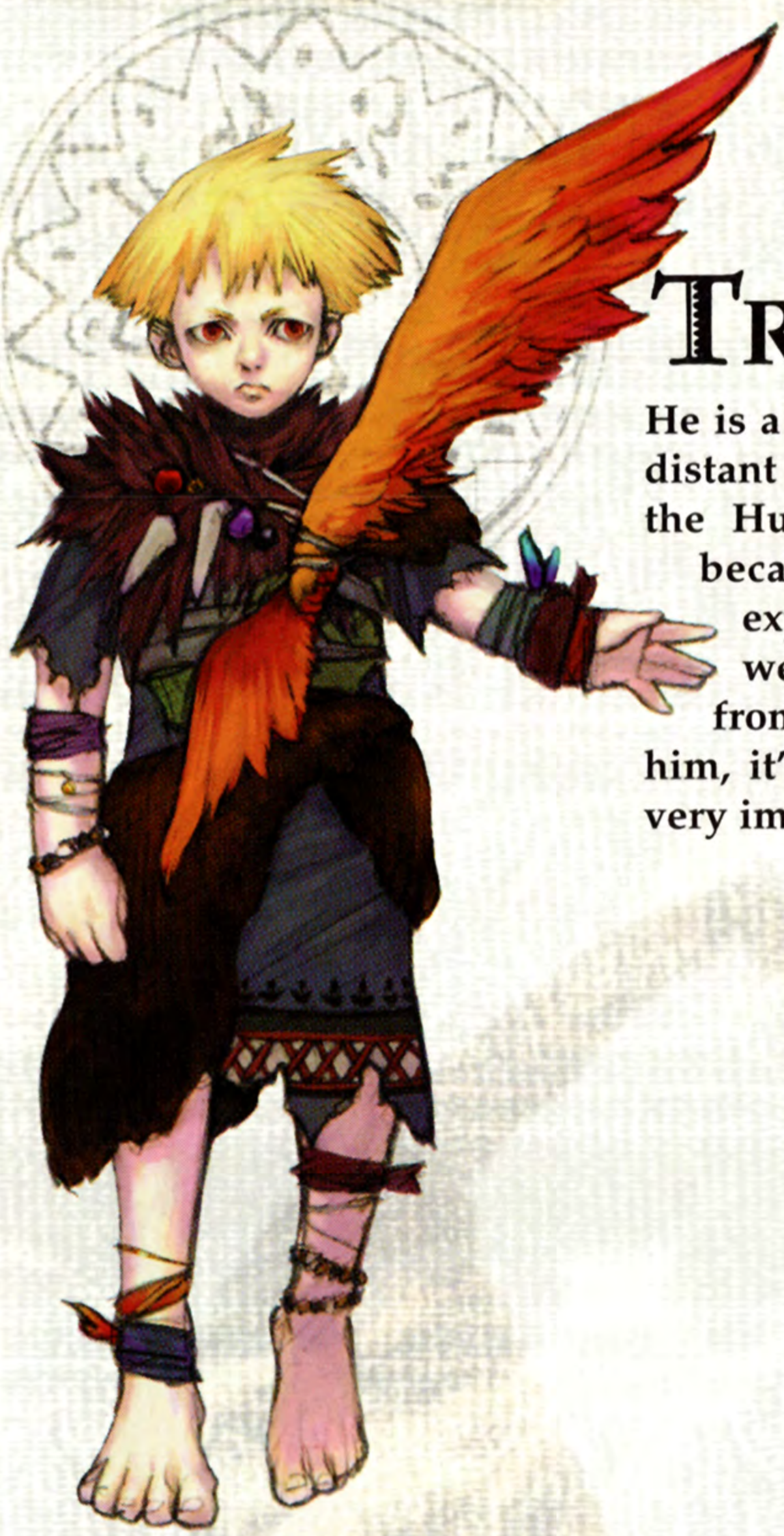
Krisalis is a mysterious life form that appears before Darius after he stumbles into the territory of the legendary Rieubane Empire. She appears bird-like, but was once human. She says she was transformed by a Demon that was attacking Rieubane Empire. She has virtually no offensive strength, but can become invisible at will. She seems to understand all the mysteries of life.

Sharline

Sharline is a kindhearted young lady who was like a sister to Darius. When the assassins came to kill Darius's father, she was thrown into the Lost Empire of Rieubane by the powers of Darius' Crest. There she is saved by Sienna, who happens to find her unconscious. Right before her eyes, Sharline sees Sienna being kidnapped by the scientist Morpheus. Sharline wants to save Sienna from captivity, but she also wants to escape the empire of Rieubane...

Sienna

Sienna is the daughter of the leader of the Toledo clan, which was destroyed by Morpheus. She is kindhearted and loved by her people, and was to be to clan's next leader. Breaking clan rules, she saved a human from the Rieubane Empire. However, her kindness was her sin, and she was taken to the Human Research Laboratory. She escaped but was pursued by Chief Scientist Morpheus as an experimental subject for the Quasi Crest "AI Crest." She seems to have something to do with the destruction of the Rieubane Empire.



TRANDIN

He is a young lad who was kidnapped from a distant place by Morpheus. He was taken to the Human Research Laboratory, where he became the subject of a top secret experiment that even the lab scientists were forbidden to know about. Judging from Morpheus' attitude and treatment of him, it's apparent that this experiment was a very important one.

MORPHEUS

The founder of human science, he served as chief scientist at the Human Research Laboratory. He's the one responsible for the technology of Palmira armaments. He is the son of a magician directly affiliated with the Rieubane Empire, and possesses formidable magic. He disappeared following the destruction of Rieubane, and no one knows his whereabouts. He pursues Sienna in order to research the "AI Crest."

DESCRIPTIONS TERMINOLOGY

Palmira

Palmira is a crystallized form of Billiana fruit extract. It can't be used as is, but it has the power to enhance physical abilities and add special abilities (Palmira power ➡ Palmira action) by integrating it with armaments. These are referred to as "Palmira armaments."

Palmira powers are derived from the energy of Palmira itself, and therefore Palmira power is depleted through use over a period of time. The armament from which Palmira power is completely drained becomes weaker than standard armaments and becomes useless. Palmira is used not only for Palmira armaments (a collective term used for armaments with special powers), but used to prolong life and create artificial life forms.

A Palmira Piece has enough value to be used as currency, due to the value of the energy stored within.

The Crest and the AI Crest

In this world the mark with which a rare few are born is called the Crest. Because tragedies occur around the bearers of the Crest, it was long considered a bad omen, and people referred to it as the cursed mark.

The Quasi Crest created by Morpheus, based on the Crest, is known as the "AI Crest." Morpheus created it as an instrument to explore the secrets surrounding the Crest, and thus its characteristics are quite different from those of the Crest.

The Human Research Laboratory in the Rieubane Empire was known as the primary research facility for Palmira and the AI Crest.

Billiana Trees

A mysterious tree that exists from long ago in Edinbury.
It shows no visible sign of growth. It bears fruit once a year, but the fruit has no seed. The extract of this fruit is crystallized to form Palmira.

Edinbury

This is the name of the continent where the story takes place. It's a continent that has witnessed the rise and fall of empires. There is a deep forest of Billiana trees. Children have been born with the emblem-like mark called the Crest, and have been shunned as bringers of tragedy.

Lost Empire Rieubane

An empire that existed on the Edinbury continent. Research of Billiana trees and the Crest resulted in the creation of Palmira Armaments, which made it the greatest military power in history, but it abruptly disappeared. As with other places, the people of Rieubane abhorred the Crest bearers.

Human Research Laboratory

A research facility for Billiana trees led by Morpheus, whose research on the Crest resulted in the establishment of human science and the development of Palmira Armaments. It supported the growth of the Rieubane Empire. Later Morpheus moved on to research the AI Crest.

Toledo

A small, independent village deep in the Billiana Forest, it was ultimately destroyed by Morpheus. In Toledo, children born with the Crest were considered guardians of the Billiana trees and were treated as holy martyrs.

Fontraile

A new empire comprising four villages that once belonged to the Rieubane Empire.

Solta

One of the villages making up Fontraile. Solta wants to develop the Billiana Forest, and thus is in constant contention with Morea. This is the place Darius once called home.

Morea

A village that considers the Billiana trees sacred. Morea contends with Solta, wanting to avoid the fate that befell the Rieubane Empire.

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VI Credits

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